

# THE IANDA TIMES

First Edition, v.1, No. 41

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Note: Though the Landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

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## EDITORIAL

"There is a crowd ahead," I said, "at the public boards."  
"They seem angry," he said.  
(Magicians of Gor)

As my other duties did not allow me the time to correctly prepare an editorial for this week, I will reprint one I did earlier.

As I was walking the city I noticed several slaves doing daily tasks within the city. Some were serving, some on errands for their owners and some doing their daily chores. As I looked at them, as Magistrate, I ask myself questions.

I looked at them and saw no brand, meaning they could not be sold. I wondered if all were registered correctly with the city and if their owners had papers, showing they legally belonged to them.

Slave papers provide proof of ownership and ensure your property cannot be taken from you. In cases of slave owner dispute, current slave papers are the deciding factor as to claim of ownership.

So don't neglect those slave papers and lose your slave because of it.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor or co-editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

Sherman Easterwood  
Praetor of Landa

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## CITY NEWS AND ANNOUNCEMENTS

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### - LANDA SCHEDULE

Monday

Shared sparring tournament with Callera (02/13/2012, 6-8 pm SLT)

Wednesday

Red Caste training in the Arena (02/15/2012, 3 pm SLT)

Grappling, binding and aiding

Friday

OPEN HOUSE AND GATES IN LANDA (no raids between 10 am and 5 pm SLT)

Visitors are very welcome!

Friday

Meeting Roleplay Lesson Landa 2, teaching room of the slaverhouse (upstairs)  
(02/17/2012, 1 pm SLT)

Topic: Geography and animals of Gor

ALL FREE AND SLAVES CAN JOIN!

Saturday

Mock raid (02/18/2012, 3 pm SLT)

Monday

Meeting HoY slaves only, HoY Kennel (02/20/2012, 12 pm SLT)

Topics: slave attire, silk colors, the hair of a slave on Gor

### - NEWS

#### IS THIS HONORABLE AMBASSADOR BEHAVIOR?

A woman was lured to Fina under false pretenses, by the Ambassador of Fina. Completely innocent she went to Fina to meet the Head Ambassador, who spoke with her earlier and

had seemed to give The Woman, the impression it would be safe for her to come to Fina, meet him and tell her side of the story.

With her Free Companion at her side The Woman entered Fina and without warning the Ambassador of Fina had her arrested. This showed dishonor on the part of the Ambassador, since he had seemed to guarantee her safety earlier.

The new Head Merchant of Fina, a wonderful Lady, brought her a bottle of wine and The Woman, in an act of good faith, gave up her daggers, since they had not been removed.

Suddenly the Ambassador sent The Woman's Free Companion away having him escorted out of the city. That may have turned out to not be a wise decision.

The Ambassador sent his intended into the cell to help The Woman out of her dress and dressed her in a prisoner's outfit. It is unclear if the Lady was allowed to keep her veil.

Calm and relaxed The Woman took a seat after all this mess and was prepared to await her trial.

In a short time everything changed. Out of nowhere Warriors came and attacked the city. They downed all in sight and with the speed of a storm on the Thassa they located The Woman. After asking her name and homestone, they took her with them and so she was out of Fina....

to be continued.

## GOLD FROM ARCADIA

The Visitors Bell gongs loudly. Warrior MC and Tar Hoy Bank of Landa Officer have been expecting a visitor and rush to the gate to see if, perhaps, it is the latest shipment of gold ingots from Arcadia. Arcadia and Landa have a trade agreement that provides Landa's mint with high quality gold ingots in exchange for copper from Landa's mines. This is a great example of the trade that is becoming more and more frequent in Gor. Cities making trade agreements to fulfill the needs that each city has. Landa does not have gold, but needs it to provide gold tarns for the currency it mints not only for the city but to many other cities that depend on Landa for its coins.

As MC and Tar open the gate a large tarn with extended baskets is seen flying low above the port of Landa. The tarn seems to be beating its wings especially hard to stay in flight. A good sign that the gold has arrived, as its weight is evident with the struggle of the tarn in the air above Landa's port. Sir Nephtides, from Arcadia, lands his tarn awaiting instructions and guidance as to where the load of gold ingots will be delivered. The tarnsman from Arcadia lowers a ladder. MC quickly climbs and sits behind Sir Nephtides while Tar sits with the gold in the basket that extends below the belly of the great tarn. The magnificent tarn flaps its great wings and shoot straight up into skies above Landa circling once around the city before landing in front of the Hoy Bank of Landa.

Several chests of gold are unloaded from the basket and unpacked and placed inside the bank and secured behind locked doors. The freshly prepared gold ingots to be placed in the secured vault, secreted in a place know only to a few after the cities square is emptied

of citizens and visitors.

## FOR SLAVE OWNERS

Please keep in mind that your slave is your property and if the slave is not registered and you don't have slave papers, anyone can come and might take that slave away from you.

Please have acquisition papers, or check at least if there has been a previous owner and your slave has been let go, then take your girl/boy to get a physical, that is important. The phys. needs to place a seal on the report. Come to the head scribe and get the slave papers made for your Property.

Thank you.

Lady Dez  
Head Scribe of Landa

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## THE LANDA SOCIAL SCENE

### - OPEN GATES IN LANDA

Perhaps if all goes well we can do this once a week. (OOC)

These are my thoughts about this: we open up our gates, just leave them open for all to enter. That way people can walk in our city roam a bit and see how great it looks, they can have a tour by citizens or a slave. (my opinion is..you do not always need slaves for a tour. When a Free is proud of his/her city, it will be a honor to show this to visitors). Then after the tour visitors can RP at the square or Inn or even at my Farm. To avoid raids, you could make a sign NO RAIDS TODAY at the entrance to stimulate RP and avoid combat. Its fun to see new people inside the city and its up to our citizens to participate in RP with them. Also it would be nice when lets say JJ would be here and make drawings of the visitors, the Baker could sell bread etc. Each caste could have fun in RP. Perhaps the Red Caste could have a few spars with the visiting warriors etc. Or the Initiate could have an open Temple perhaps have a reading to all. We lots of possibilities. Merchants could come and trade, slaves could dance for visitors at the Tavern or at the square. Each Caste could think what they can to do entertain the visitors. Of course we need to advertise this to reach as many as possible. I would prefer to have this on a weekday as in weekends people travel home.

Mick

[see Landa Schedule, the editors]

### - MERCHANTS OF GOR TOURNAMENT

2nd day of the third Hand of the twelfth Month  
[February, 25th (Saturday) 2 PM SLT]

## CITY O f L A N D A

The city of Landa invites all players to the next Merchant of Gor Tournament.  
The boards will be set up at the "Merchant's Square" at the city.

We are certain that you will enjoy the games and perhaps you win the prize money:

[1st: 2.000 L                      2nd: 1.000 L                      3rd 500 L]

Donations to increase the prize money are always welcome.

There will be 3 or 5 rounds...depending on turn out :)  
Winner will be the person with the highest gold at the end of the 3rd or 5th round.  
Contestants will progress on the tournament board, till only 2 are left!

[Sign-ups: 01:30 am to noon.. Please don't be late. We can't wait for latecomers!]  
Please bring your boards too we will need some to set up for the tournament

Yuroki Uriza will organize and run it.  
For any question please contact him.

<http://slurl.com/secondlife/Isle%20of%20Landa/102/207/1976>

- TANITA

It is my pleasure to announce that my beloved daughter Tanita (Uriza) is back in Landa.

Rarius Yuroki

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## CASTE REPORTS LANDA

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### WHITE CASTE

The Caste has two new Postulants seeking admission to the Order. As is our custom, the names of the seekers will not be revealed until they have made their first Provisionary Vows.

I have worked all week steadily writing, codifying and sorting notes in preparation for the first sessions of the Scholarum. As noted before there will be two tracks: IC and OOC.

OOC (Akousmatikoi) will be accessible to ALL roleplayers and will be a general introduction to BTB and IBTB (Inspired by the books) Initiates. OOC will cover such topics as "Why An Initiate?" "How to RP the White Caste" "Resources for Beginning Initiates" and "Initiates and non-Initiates: Etiquette and How to RP With a White Caste Member"

"Nasty Initiates? That's Just NORMAN'S Version!" and so on. Classes will be held in a secular location to be announced.

The IC (Mathematikoi) course will be FOR Initiates and Novices who have taken their first Provisionary Vows. Subjects will cover "Caste Codes: Why we do What We Do" "History of the White Caste" "Priest Kings: Levels of Knowledge" "Purity Laws and Immortality" "Pythagorean Fundamentals" "Mathematical Divination and Numerology" "Sacred Geometry and the Tetractys" "Ancient and Archaic Gorean: How to Speak Effectively" "Temple Basics: What Goes Where, and Why" "The Sacred Liturgy" "The Forbidden Archives of the Initiates" "Sacred Law" and so on. Classes will be held in the Great Sardar Temple.

NOTE: We ARE working on producing an actual Archaic Gorean Translator! Professed Initiates WILL be given such an item as part of their training. Those who become Initiates WILL be trained on how to administer a Temple, RP fully as an IC Initiate and will have access to the full liturgy of the White Caste, sacrifices, ceremonies, festivals and supplies.

All applications for the Scholarum may be given to myself, Khered (Dorian Trevellion) and you will be notified when we are ready to begin.

May the Eternals light your steps and may you be found worthy of your Home Stone. Blessings upon you.

Khered  
~O~  
High Initiate of Landa

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## BLUE CASTE

The Blue Caste is available to the citizens of Landa, to help them in many ways.

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

These are just a few services available from the Blue Caste. As Head Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Prices for our services are negotiable.

((Remember to protect your property, get your slave papers here, ask me for a discount))

~Lady Dez  
Head Scribe for the City of Landa

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## GREEN CASTE

The Green Caste of Landa.

To protect the health and well being of the citizens of Landa by assuring them the availability of an adequate number of medical professionals, the following rule for apprentices is promulgated.

1. The Green Caste will welcome apprentices from within the Greens, as well as from other castes. Should a person from another caste sincerely wish to learn the medical profession and join the Greens, every effort will be made to seek permission from the Landa High Council for a caste change.

2. Concerning a custom of the Green Caste, which however is not universal to all cities, that a female apprentice bear two children before being awarded her ring, the following rule will apply in the Landa Green Caste.

(1) Should the female apprentice be companioned prior to beginning her apprenticeship, the two baby rule will apply to her. Children born prior or elsewhere to the couple will of course count. Recognizing that conception is not always medically possible, a waiver may be given by the Head Physician in certain such cases.

(2) Female apprentices that are not companioned prior to beginning the apprenticeship in Landa are excused from the custom, and may be awarded their ring upon the successful completion of her apprenticeship.

Judygirl Beck

Head Physician of Landa

Fourth Day of the Eleventh Passage Hand in the Year 10163 Contasta Ar

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## - RENCE PAPER FROM THE VOSK DELTA

Tar has recently acquired a large shipment of rence paper from the growers in the delta of the Vosk. The delta is located in close proximity to Port Kar known for its pirates and cruel slavers. Raiders from Port Kar often enter the marshes and for what purpose is another story. There are eight grades of quality rence paper produced by the hardy dwellers and growers in these marshes. The shipments that are available now are the lowest grade and the highest grade.

Rence paper is made by slicing the stem of the rence plant, that grows in the marsh, into thin, narrow strips, especially those near the center of the plant. Two layers of the these strips are placed crisscross together and then soaked in water. This releases a gluelike substance from the fibers, thus melding the two surfaces into a single, rectangular sheet. These formed sheets are then hammered and dried in the sun. They are made smooth by polishing with a smooth shell, or a small piece of kailiauk horn, or the side of a tharlarion tooth. The sheets are attached together in one long roll usually about 20 sheets to a roll.

These rolls of rence paper have been acquired by merchants that entered some several pasangs into the delta to negotiate their acquisition. The merchants that Tar has negotiated with met with the growers on the western edge of the delta that borders the Tamber Gulf.

Citizens of Landa may wonder how these growers live in a marsh filled delta. They harvest the rences plants during fall and winter and weave large mats. The quality of the plants harvested at this time is such that it cannot be used for paper but is ideal for making the large islands upon which the growers live. The mats are placed layer upon layer and a large island is constructed that reaches to the bottom of the marsh. They are tied off on the corners so they do not drift and remain relatively stable. New layers are added each year as the bottom layers deteriorate and the upper layers being constantly replaced.

Written by Tar  
[Information gathered from "Raiders of Gor"]

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- OOC ANNOUNCEMENTS OF THE ADMIN

### SPY DEVICES

I got a complaint that people use spy devices in landa (to listen at local chat).  
DO NOT DO THAT.

I can detect that (script detector of the sim etc.) and you would be banned. The Lindens would close your account too if they would get a complaint. So don't even think about to use that.

The grumpy admin

### TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have an reasonable storyline and roleplay in the city first or walk around as an OOC observer.

"Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native walls. Indeed, in Gorean the same word is used for both stranger and enemy."  
(Outlaw of Gor)

"Wanderers" and "travellers" of Gor are outlaws. Merchants wear a white and golden tunic in Gor.

### GATE POLICY OF LANDA 10.0

- Slaves cannot open the outer gate alone (only OOC)

- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybe's about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.



- Free women are allowed to open the gate, when no Warriors are here. A free woman is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too
- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):  
5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)
- Merchants are allowed to enter (caste colors: White and Gold)
- Rules of Landa:
  - Raiders or non-citizens of Landa can not attack a slave if there are no Warriors present, unless the slave attacks them, is threatening or disrespectful to them.
  - Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.
- Strangers are not allowed to carry bows and crossbows inside the city walls
- Never mention the secret tunnels and entrances

#### GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)  
 Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)  
 Landa Blue Caste  
 Landa Green Caste  
 Landa Council  
 Landa Merchant Caste  
 Landa Moderators  
 Landa Scarlet Caste  
 Landa's Free Women Society (ask lady Dadiyah)  
 Landa Pending Citizen

#### HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)  
 Blue caste: Dezire Sciarri, Head scribe  
 Red caste: position open  
 Green caste: Judy (Judygirl Beck)  
 Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin

Merchant caste: position open

Sherman Easterwood, Praetor

Moderators:

Yuroki Uriza (administrator)

Saurion of Lydius (Khampoh Resident), Master Assassin

Micka Toros, peasant

## LANDA COLLAR LAW

Slaves - Collars

Female adult slaves must wear locked slave collars at all times in public. Removal of the collar by one other than the slave's owner or without the order of a Magistrate is a crime punishable by fines and imprisonment.

Sherman Easterwood

Praetor of Landa

## HOUSES FOR RENT IN LANDA II (combat sim)

Houses for rent in Landa II are for Citizens who have been active in RP for at least 2 weeks and will continue to be actively contributing to the life in Landa.. The cost is \$3 L per prim, for example a house with 100 prims would be \$300 L per week. You will be charged according to how many prims you will need. No more then 150 prims for the smaller ones and the bigger houses 200 prims.

If you want to rent a house, please get in touch with Dezire Sciarri. IMs will reach her even when offline, or per e-mail [deziresciarri@live.com](mailto:deziresciarri@live.com)

## GM WARE

If you need GM ware goods ask me, we have our own server in Landa. You can transport items between your Server and your meter HUD Note though that the Meter HUD can only carry 10 items at once.

Version 4.2 changes what items can be manufactured, so that now only Raw materials can be manufactured.

This is to prepare for the upcoming GM crafting which is one of the biggest project GM team has taken on.

With crafting then you will be able to craft other things from the raw materials, depending on avatar skill. (Yes for example blacksmith starts with little skill but can over time learn more skill and make more advanced things). This is a big project with hundreds of items, levels and skills. We felt it was important to get out new RP server in advance so that users can start manufacturing level 1 raw materials which will be useful as soon as GM Crafting hits the street.

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## ADVERTISEMENTS AND JOB OFFERS

### HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and administration. However, our purpose overall is to provide slaves to the cities for use in

whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

"Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers."

(Magicians of Gor pg 315)

- HOY BANK OF LANDA

- We need merchants who would be able to establish trading connections with cities which use similar coin systems. Two copper coins paid monthly. To make your own coins and income would be possible.

HOY BANK OF LANDA

Most cities have a Street of Coins, an area where banking is done. "Sometimes, of course, certain areas specialize in, or are known for, given types of services or products. Each city usually has, for example, its "Street of Coins." On such a street, or in such an area, its banking will largely be done. Similarly most cities will have their "Street of Brands," on which street, or in which area, one would expect to find the houses of its slavers. (Fighting Slave of Gor)

Landa has its own bank and coins. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

- CITY OF LANDA

The city of Landa is recruiting all castes. Lower castes are welcome too!

We are looking for:

Fishermen

Goat Keepers

Drovers

Perfumers

Artisans (sub castes: Painter, Pot Makers, Saddle Makers, Metal Workers, Blacksmiths, Leather Makers, Poets)

Cloth workers (sub castes: Rug Makers, Weavers, Carders, Dryers)

Woodsmen (sub castes: Wood Carriers, Charcoal Makers, Carvers)

Entertainers (sub castes: Singers, Musicians)

Cryptographers

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KNOWLEDGE

- PEASANT CASTE AND LONG BOW

Which Gorean caste is considered the lowest one of all Gorean castes?

"...the peasants, isolate in their narrow fields and villages, are Low Caste; indeed, the Peasant is regarded, by those of the cities, as being little more than an ignoble brute, ignorant and superstitious, venal and vicious, a grubber in the dirt, a plodding animal, an ill-tempered beast, something at best cunning and treacherous; and yet I knew that in each dirt-floored cone of straw that served as the dwelling place of a peasant and his family, there was, by the fire hole, a Home Stone; the peasants themselves, though regarded as the lowest caste on all Gor by most Goreans, call themselves proudly the ox on which the Home Stone rests, and I think their saying is true. Peasants, incidentally, are seldom, except in emergencies, utilized in the armed forces of a city; this is a further reason why their weapon, the long bow, is less known in the cities, and among warriors, than it deserves to be." --Raiders of Gor, page 3

(Taken from Sari's Daily "Quote from the Books" Trivia for Feb 2012)

## - REMOVING A BRAND

Remove a slave brand is a controversial issue that is causing many discussions in our Caste Group. For that we want to say our personal opinion to everybody.

Of Course, this is ONLY OUR OPINION, that some people asked us. We dont pretend that this opinion would be a dogma...not at all. Each one can roleplay his way.

1. A slave brand is a submissive sign, not a possession sign. Slave brands are assorted in Gor (dina, kef, bola, 4 horns...) but means this: submission, they dont identify a slave with a Master. This is the mission of the collar and the name engraved in it. Brands say WHAT IS the branded, NEVER WHO IS THE OWNER OF THE BRANDED. And, when one knows WHAT IS and HOW IS his character, must maintain it, at least in the same avatar. For that we're averse to remove these brands.

2. Another case, very different, is when the brand was made in a forced collar or in a very little gorean RP, usually with non gorean brands. In this cases, we considere brands as a wounds, and we treat them as wounds.

3. The case of the freed slaves, and the removing of her old brands is a controversial issue too. We refer to section 1, we dont remove them. But in case that you would do it, NEVER FORGET asking the manumission papers, or you could be a legal problem.

4. if you remove a brand, these are the different ways to do it:

1-Remove burned skin and graft-transplant skin from another part of the body

2. Re-branding deleting the branding drawn.

3. Local abrasion with blade, deleting the brand drawn

Previous disinfection, proper antibiotic and healing salve in all cases 1,2

or 3

Honor and Health

Kaiila Mahoney  
Elder

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## ONLINISM OF THE WEEK

Comicus of Cos appreciated the crowds applause. "The physician told me I'm going crazy. I told him...If you don't mind I'd like a second opinion... he said... Alright...you're ugly too!" Last week My tunic caught on fire. My FC tried to put it out with an ax. I was kidnapped and My FC was sent a piece of My finger. She said she needed more proof." (Stand-up Philosophers of Gor, Page 21)

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The Landa Times: <http://www.gorean-forums.com/>